LOGIC BUILDERS™ REFERENCE CARD

EQUIPMENT YOU NEED

1. TV or monitor
2. Apple® II Plus, *//e*, or IIc
3. Disk drive
4. Joystick or mouse (optional)

Apple is a registered trademark of Apple Computer, Inc.

DISK LOADING INSTRUCTIONS

1. If you are using a joystick or mouse, connect it to your computer.
2. Insert the *Logic Builders* disk into the disk drive (label facing up) and close the door.
3. Turn on the computer and TV or monitor. The red light on the disk drive will come on. In a few seconds, you will see the main menu. At that point, you'll be ready to choose from the three game choices.
4. For instructions on playing the games, see the other side of this reference card, the *Logic Builders* handbook, and the demonstration of each game.

IMPORTANT KEYS

SPACE BAR Press the **SPACE BAR** to move the highlighter across the spider doors and menu choices.
RETURN KEY Press **RETURN** to select a highlighted door or menu choice.
ESC Press **ESC** to start a game over. **ESC** can also be used to move the highlighter. WARNING: Pressing **ESC** will end the game you are playing and erase the work you've completed to that point.
↑↓← → On the Apple *//e* or IIc, press the arrow keys to move the spider up, down, left, or right.
A Z ← → On the Apple II Plus, press these keys to move the spider up, down, left, or right.

WHAT YOU SEE

WEBS—Patterns made up of many different web pieces.

WEB PIECES—Parts of webs. They come in 35 different shapes.

SPIDERS—Five friendly critters that love to help build webs.

SPIDER DOORS—Each spider lives behind a door that displays the shape it draws.

BROOM CLOSET—Contains the broom used to erase unwanted web pieces.

EXIT DOOR—The door you select when you've completed an original or matching web.

HOW TO PLAY

SET MENU ITEMS—At each game menu, use the **SPACE BAR** and **RETURN** key to select the various game features before you select PLAY GAME or DRAW. Keep the CONTROL setting at KEYBOARD unless you have a joystick or mouse attached to your computer.

SELECT A SPIDER—Press the **SPACE BAR** or top joystick button to highlight the spider door of your choice. Then press **RETURN,** the bottom joystick button, or the mouse button.

MOVE A SPIDER—Press the keys shown on the other side of this card, or move the mouse or joystick.

DRAW A WEB PIECE—Once you have moved the spider, press **RETURN,** the bottom joystick button, or the mouse button.

ERASE A SHAPE—Highlight the broom closet door and press **RETURN,** the bottom joystick button, or the mouse button. When the broom appears, move it on top of the unwanted web piece. Then press **RETURN,** the bottom joystick button, or the mouse button to sweep the web piece away.

FINISH A WEB JOB IN *MATCH A WEB* AND *RECALL A WEB*—When you think you have created a web that matches the master design perfectly, highlight and select the EXIT door.

SAVE A FINISHED WEB IN *DRAW A WEB*—After you select the EXIT door, the computer will ask for a web number. Type in 1–20 to save your web design. IMPORTANT: The computer will only accept a number from 1–20.

EARNING POINTS AND GETTING PROMOTED

In *Match a Web* and *Recall a Web,* you earn points each time you build a web that matches the original. The points you earn depend on the level of spiders you are working with, the complexity of the web, and several other features. Gather enough points, and you will be promoted to a new level.

LEVEL	TOTAL POINTS NEEDED
Supervisor	10 Points
Manager	50 Points
Director	100 Points
Boss	200 Points
Big Boss	500 Points

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